	Type	Hits	Search Text
1	BRS	7	morph$3 ADJ3 filter
2	BRS	0	morph$3 AND image AND (box ADJ filter) AND (bilinear ADJ filter)
3	BRS	0	morph$3 AND image AND (box ADJ filter) AND (bilinear ADJ filter) AND texture AND sampl$3
4	BRS	5	((((345/581-582) or (345/587)).CCLS.) AND morph$3) AND color AND texture AND bilinear
5	BRS	23	(((345/581-582) or (345/587)).CCLS.) AND morph$3
6	BRS	4	Beier ADJ Neely AND morph$3
7	BRS	0	Beier ADJ Neely ADJ morph$3
8	BRS	19	((((polygon AND texture AND filter) OR ((702/190).CCLS.)) AND (sampling ADJ rate)) AND filter) AND warp$3
9	BRS	84	(((polygon AND texture AND filter) OR ((702/190).CCLS.)) AND (sampling ADJ rate)) AND filter
10	BRS	88	((polygon AND texture AND filter) OR ((702/190).CCLS.)) AND (sampling ADJ rate)
11	BRS	731	polygon AND texture AND filter
12	BRS	28	polygon AND texture AND filter AND sampling AND warping AND bilinear
13	BRS	5	polygon AND texture AND filter AND sampl$3 AND warp$3 AND (bilinear ADJ filter) AND (box ADJ filter)
14	BRS	12	texel ADJ blending